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DRIVE • WHIST.

WHAT • IT • IS

AND

HOW • TO • PLAY • IT.



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Lane



DRIVE WHIST.

WHAT IT IS

AND

HOW TO PLAY IT.

BY

A. M. LANE.

RULES OF DRIVE WHIST.

HOW TO PLAY THE GAME.

SCORE CARDS AND HOW TO SCORE.

ARRANGEMENT OF TABLES.

HOW TO CHOOSE PARTNERS.

INVITATIONS AND PRIZES.

HINTS TO THE PLAYER AND HOSTESS.

ISSUED BY

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HOW TO PLAY DRIVE WHIST.

WHIST is, without question, the best of all our domestic games. Drive Whist has become all the rage wherever it has been introduced, young and old alike praise it, and as a means of entertaining a company for an evening it has no equal.

The change of players from table to table serves as a medium whereby all become acquainted, consequently there are no "Wall Flowers" at a Drive Whist party.

Naturally some one asks: "What is Drive Whist?" and to answer this question the following work has been prepared.

The regular game of Whist is played and all the rules of play that are given by the different authorities on the game are followed.

INVITATIONS.

The ingenuity of the hostess has full play in selecting and devising a card of invitation. Blank playing cards are sometimes sent out with the invitation printed on the face.

It is well to mention "Cards" and the time you wish to begin the game. Some persons prefer "Drive Whist."

Invite an even number of ladies and gentlemen, eight to twenty couples may take part in the game. A company of twenty-four persons for six tables make a very pleasant party, although most Drive Whist clubs have forty members. Our rules apply to any number of tables. The hostess should see that the company are acquainted and made perfectly at ease as soon as they arrive, so that there may be no delay in starting the game.

TABLES.

There should be four tables at least, more if you can have them, arranged about the room as will be the most convenient. Each table having a number which can be plainly seen.

There are no "Prize, Love, or Booby tables" as in Progressive Euchre, each table being alike in value.

PARTNERS.

Various ways of selecting partners are in use, but many times the hostess devises some way that is novel and pretty. One way is to have the gentlemen's names written on the score cards, and let the ladies draw them, the hostess presenting the gentleman to the lady that has drawn his card, and at the same time seating them at the table at which they shall play their first hand. Perhaps the best and quickest way to select partners and get the company seated ready to play, is as follows: Take just as many blank cards as there are guests and number them; odd numbers for ladies and even for gentlemen, then on card number One write "Play with number Two at Table number One;" on card number Two write "Play with number One at Table number One;" on card number Three write "Play with number Four at Table number One;" on card number Four write "Play with number Three at Table One;"

At table number two, numbers five and six play together against numbers seven and eight. This way is followed until all of the tables have been filled. As soon as the partners have been chosen and seated at the tables, play should begin at a signal from the hostess.

DEALING.

The first deal at all the tables should be decided by the gentlemen who cut the cards, lowest card to have the deal ; after which in changing tables the ladies and gentlemen should cut alternately for the deal, ladies cutting on the second hand played. Some clubs have decided that the deal belongs to the losers after the first hand has been played.

TRUMP.

The trump should always be turned, face up on the table after the cut, and left until the first trick has been played. Never use a "Blind Trump" in Drive Whist, as only about half of the players will remember what the trump is unless it is turned.

NUMBER OF HANDS TO BE PLAYED, &c.

The number of hands to be played during the evening should be decided upon before play begins, and all should play the full number. Twenty-five hands will last about two hours.

Only one hand is to be played at any table, and as soon as that is finished the losers advance to the next table, players at table one going to table two, those at table two going to table three, &c. The players at the last table returning to table number one. As soon as any partners have played the number of hands agreed upon, they should retire from the tables but if the above rule in regard to changing is followed, all will finish at about the same time.

SCORE CARDS AND SCORING.

Cards should be provided, one for each couple, and ruled for Points Won, Points Lost, and the number of hands to be played. The gentlemen should keep the score and be very particular at the end of each hand to put down

the points won or lost under the number of the hand played, for at the end of the play the total number of points won and the total number of points lost should exactly balance if the score has been correctly kept on all the cards. After all have played the number of hands agreed upon, the hostess or some one selected, takes the score cards and compares them, and the two partners having the highest score, take first prize, and the lowest score Booby prize.

The best Score Card to use is the one designed and copyrighted by A. M. Lane. It gives in convenient form the number of hands to be played, points won and points lost, who the hand was played with, places for the hostess' name and date of the party, and names of the partners. This card will be found for sale at all leading Stationers, or can be had by sending direct to A. M. Lane, Hartford, Conn.

HINTS TO THE PLAYER.

Sort your cards so as to give no clue to the contents of your hand. Do not get into the habit of putting your trumps always in the same place.

Hold your hand well up that it may not be overlooked. Before playing to the first trick, count your cards and look at the turn-up card.

Play without hesitation. Hesitation exposes the hand and directs the opponents.

Play the game on recognized principles. Avoid all impatient actions and remarks.

Never thrown down your cards. Never talk while the hand is in progress. Never lecture your partner or find fault with his play ; keep your temper. Bring your wits with you, they will be needed.

HINTS TO THE HOSTESS.

Introduce your guests and see to the selection of partners as soon as they have all arrived.

Music during the evening makes it enjoyable for the players. Refreshments should be served after the play is finished.

Provide pencils for the score cards. Programme pencils are the best.

GENERAL RULES OF WHIST.

COMPILED FROM THE
BEST
AUTHORITIES.

GENERAL RULES OF WHIST.

Compiled from the best Authorities.

THE LEAD.

1. The original lead should be from your strongest suit.

2. A "strong" suit is one in which you have four or more cards, or one in which you have three cards, two of which are honors. The former is generally preferable for the original lead.

3. Never lead from a weak suit, except when the previous fall of the cards shows you that it is better to discontinue your own or your partner's strong suit.

4. When obliged to lead from a weak suit, select the strongest one you have, unless your partner or your left hand adversary has discarded from it, or your right hand adversary has shown strength in it.

5. With five trumps without an honor it is generally right to lead them. With five trumps, with an honor, or with six trumps, *always* lead them.

You should lead from four trumps, if you get the lead after your opponents hands are so far cleared of your strong suit that you command it.

Do not lead from less than four trumps unless—

You have winning cards in every suit ; or

Your opponents are both trumping ; or

The game is hopeless unless your partner proves strong.

LEADS AFTER THE FIRST ROUNDS OF A SUIT.

6. Avoid changing your lead from one suit to another ; and if you lose the lead and obtain it again after one or more tricks have been played, generally pursue your first lead.

7. After the first round of a suit, if necessary for you to lead it, generally lead the winning card if you have it ; and if you remain

with the second and third best, lead the second best.

8. In other cases continue with your lowest. (For exceptions see "Leads in Detail.")

RETURNED LEADS.

9. Always return immediately your partner's lead of trumps if you have them.

10. Generally return your partner's lead, unless you have a strong suit of your own which contains four cards and two or more honors.

11. When obliged to return your adversary's lead, choose a suit in which the fourth hand is weak, or one in which the second hand is strong. The former is preferable.

12. Return the highest if you have but two of the suit left in your hand, the lowest, if more than two (subject, however, to rule 7).

LEADS IN DETAIL.

The following leads are based upon the supposition that there is no score for either side,

and in case of strong suits that it is the original lead of the hand.

In other cases the state of the score and the previous fall of the cards may cause variations.

(When two ways of opening a suit are stated, "Cavendish" prefers the one first given.)

Suits headed by

ACE.

Ace, and four or more small ones. Lead ace. In trumps, lowest. Except with more than six trumps lead ace.

Ace and three small ones. Lead lowest. Some players lead ace.

Ace and two others, one of the others not being the king. Lead lowest. Except partner has indicated strength in the suit, when lead ace, the next highest.

Ace and one small one. Lead ace. Especially if partner has indicated strength in the suit. If two tricks must be made in the suit to win or save a particular point, lead lowest.

ACE, KING.

Ace, king, queen, with or without small ones.

Lead king, then queen. In trumps, queen, then king.

Ace, king, queen, knave. Lead king, then knave. In trumps, knave, then ace.

Ace, king, with one or more small ones. Lead king, then ace. In trumps, lowest. Except, with more than six trumps, lead king, then ace.

Ace, king, knave, with or without small ones. Lead king, then ace. Sometimes king, then change the suit in order to finesse knave on return.

Ace, king, only. Lead ace.

ACE, QUEEN.

Ace, queen, knave, &c. Lead ace, then, queen. With ace, queen, knave, five or more in suit, lead ace, then lowest of queen, knave sequence.

Ace, queen, ten, nine, with small ones. Lead ace. In trumps, nine. Except with more than six trumps, lead ace. If knave is turned up to your right, lead queen.

Ace, queen, ten, nine, eight, with or without

small ones. Lead ace. In trumps, eight. Except, with more than six trumps, lead ace.

Ace, queen, ten, nine, without small ones. Lead nine. Some players lead ace. In trumps, if knave is turned up to your right, lead queen.

Ace, queen and two small ones. Lead lowest. Some players lead ace.

Ace, queen and one small one. Lead lowest. Except when partner has indicated strength in the suit, then lead ace, then queen.

Ace, queen, only. Lead ace.

ACE, KNAVE.

Ace, knave, ten, nine, with small ones. Lead ace, then knave.

Ace, knave, ten, nine, without small ones. Lead nine. Sometimes ace, then knave.

Ace, knave, ten and one small one. Lead lowest. Some players lead ace.

Ace, knave and two small ones. Lead lowest. Some players lead ace.

Ace, knave and one small one. Lead lowest. Except when partner has indicated strength in the suit, when lead ace, then knave.

Ace, knave, only. Lead ace.

KING.

King and three or more small ones. Lead lowest.

King and two others, one of the others not being the queen. Lead lowest. Except partner has indicated strength in the suit, when lead king, then next highest.

King and one other. Lead king. Especially if partner has indicated strength in the suit.

KING, QUEEN.

King, queen, knave, ten, with or without small ones. Lead ten, then queen. Some players lead ten, then king.

King, queen, knave and more than one small one. Lead knave, then queen. If knave does not win, some players continue with king.

King, queen, knave, only, or with one small one. Lead king, then queen.

King, queen, ten, with one or more small ones. Lead king. If it wins, then lowest.

King, queen and two or more small ones. Lead king. If it wins, then lowest. In

trumps, lead lowest, then king. Except, with more than six trumps, begin with king.

King, queen, ten, only. Lead king, then queen.

King, queen and one small one. Lead king. If it wins, then lowest. Except partner has indicated strength in the suit, when lead king, then queen.

King, queen, only. Lead king.

KING, KNAVE.

King, knave, ten, nine, &c. Lead lowest of sequence. If it wins, then next in sequence.

King, knave, ten, with one or more small ones. Lead ten. If it wins, then lowest.

King, knave, ten, only. Lead ten, then king. Except partner has indicated strength in the suit, when lead king, then knave.

King, knave and two or more small ones. Lead lowest. In trumps, with king, knave, nine, &c., and ten turned up to your right, lead knave.

King, knave, only. Lead king.

QUEEN.

Queen and three or more small ones. Lead lowest.

Queen and two small ones. Lead lowest
Except partner has indicated strength in the
suit, when lead queen, then next highest.

Queen and one small one. Lead queen.

QUEEN, KNAVE.

Queen, knave, ten, with or without small
ones. Lead queen, then knave. With five or
more in suit, lead queen, then lowest of sequence.

Queen, knave, nine and one or more small
ones. Lead lowest. In trumps, the same, un-
less ten is turned up to your right, when lead
queen.

Queen, knave and two or more small ones.
Lead lowest.

Queen, knave and one small one, or queen,
knave, only. Lead queen. If it wins, then
knave.

KNAVE

Knave, ten, nine, with one or more small
ones. Lead knave. With five or more in suit,
lead knave, then lowest of sequence.

Knave, ten, eight, with one or more small
ones. Lead lowest. In trumps, if nine is
turned up to your right, lead knave.

Knave, ten and two or more small ones.
Lead lowest.

Knave, ten and one other. Lead knave.

Knave, ten, only. Lead knave.

Knave and three or more small ones. Lead lowest.

Knave and two small ones. Lead knave, then next highest.

Knave and one small one. Lead knave.

TEN.

Ten, nine, eight, with one or more small ones. Lead smallest ; in trumps, ten. Having led ten in trumps from five or more in suit, continue with lowest of sequence. Some players lead ten in all suits.

Ten, with nine and small ones ; or, from ten, with three or more small ones. Lead lowest.

From suits of two or three cards headed by ten, lead ten.

SUITS HEADED BY A SMALL CARD.

From suits headed by a card smaller than the ten, containing four or more cards, in all cases lead the lowest.

From suits headed by a card smaller than the ten, containing at most three cards, in all cases lead the highest.

SECOND HAND.

Ace, king and others. Play king. In trumps, it is often right to leave the chance of first trick to partner.

With Queen also. You are so strong that you should not pass the trick even in trumps.

Ace, king, knave. Play king.

Ace, queen, knave. Play knave. With ten also, or others belonging to the sequence, the lowest of it.

Ace, queen ten. Play queen. In trumps, the ten.

Ace, queen and two small ones. Play the smallest, unless knave is led by a good player, when put on ace.

Ace, queen and three or more small ones. Play queen if weak in trumps, a small one if strong.

Ace, knave, ten and one or more small ones. Play the smallest. In trumps, the ten.

Ace, knave and small ones. Play the smallest in all suits.

Ace and four small ones. Play small one unless game is in a critical state and you are weak in trumps.

King, queen and others. Play queen. In trumps, the smallest, unless you have the ten also, or only three in the suit.

King, knave, ten, &c. The lowest of the knave sequence.

Queen, knave, &c., knave, ten, &c., ten, nine, &c. Play the lowest of the two high cards if numerically weak, and a small card if numerically strong in the suit.

King and one other. Do not play your king unless to cover a high card. In trumps, play king.

Queen and one other, or knave and one other. Whether trumps or not play small card, unless to cover.

If ten is led and you hold queen and one other, cover with the queen. With queen and two others, pass the ten. With knave and one other, never cover a ten led.

If an honor is led and you have a higher honor, and numerical weakness, cover it.

With *one honor and numerical strength*, you pass an *honor led*, except you have the ace, when put it on.

In second round of a suit, if you have the winning card you should in plain suits generally play it second hand. *In trumps*, there are many cases in which you should not, especially if you have numerical strength in trumps and a good hand besides.

THIRD HAND.

In the first round of a suit you should generally play your highest card third hand, unless it is in sequence, when play lowest of sequence.

With ace, queen, you finesse the queen.

If you have reason to think that your partner is leading from a weak suit, you may make any other finesse. If you cannot tell whether your partner's lead is from strength or weakness, you presume it is from strength and do not finesse.

It can hardly ever be right to play queen on a ten led by your partner when not covered with knave by second player.

In the second round of a suit, if you hold the best and third best cards, and do not know the position of second best card, you generally finesse if strong in trumps, but not if weak.

It is of no use to finesse against your right hand opponent in a suit in which he has shown weakness.

NOTE.—For further particulars of the play at second and third hands, see “Cavendish on Whist,” 11th English Edition; and “Treatise on Short Whist,” by James Clay.

FOURTH HAND.

Generally wins the trick as cheaply as possible.

THE DISCARD.

If your opponents have led or called for trumps, discard from your strongest suit, if they have not so indicated strength in trumps, discard from your weakest suit.

THE CALL FOR TRUMPS.

The call for trumps consists in playing an unnecessarily high card, e. g. King and ace

being led, you play a five on the first round and a three on the second round.

Do not call for trumps with less than five trumps with one honor, or four trumps with two honors, and then *only* when there is considerable strength in your own or your partner's hand.

Late in the hand the fall of the cards may justify you in calling for trumps with less strength.

PRACTICAL HINTS.

Always play strictly in accordance with the "Laws of Whist, by J. L. Baldwin" (which have been adopted by all the leading clubs,) and enforce all the penalties required thereby. *No one can hope to be other than a careless and indifferent player unless all penalties for violation of law are enforced.*

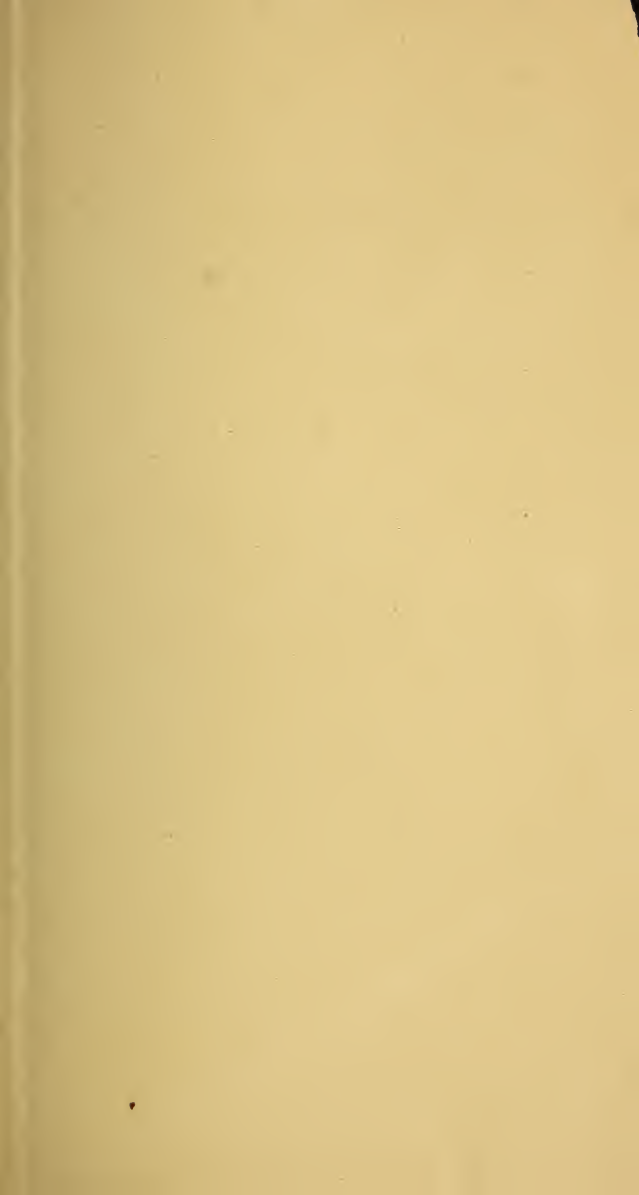
Much is to be learned by looking over good players. Do not look over more than one hand at a time. Do not judge by consequences. The play, though correct on calculation, may nevertheless turn out unfortunate. Good play does not ensure success in every case.

Bystanders should make no remark, nor by gesture intimate the state of the game ; and they should not walk round the table to look at the different hands.

Study carefully "Cavendish on Whist," 11th English Edition, and "A Treatise on Whist," by James Clay.

Beginners should commence with a careful reading of "The Theory of Whist," by William Pole.





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